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TEACHER'S
PET

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Artworx

Artworx Software Company
150 North Main Street • Fairport, New York 14450

TEACHER'S PET

written by Arthur M. Walsh
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INTRODUCTION:

TEACHER'S PET is designed to be the young computerist's first personal introduction to the world of computers, computing and computer-aided instruction. The subtleties of this program will soon make the user at home with the computer's keyboard. The option list allows a preschooler to "grow" from simple counting to the more difficult tasks of arithmetic, while the elementary school student can sharpen his or her skills in progressively more difficult addition, subtraction, multiplication and division problems.

PROGRAM OPERATION:

It is highly recommended that the adult let the child turn on the computer and, if possible, load the program himself. Prompting from the adult as to what letters to press will get the program running. TEACHER'S PET will "sign on" and provide the following menu selections:

- 1 - ARITHMETIC
- 2 - LETTER RECOGNITION
- 3 - COUNTING PRACTICE
- 4 - ANSWER MAN

TEACHER'S PET is meant to be used by computerists from three years of age to age seven or eight. The more precocious user should be given the opportunity to make changes in the program code itself as a further educational benefit. The adult supervisor might also wish to make program modifications and is encouraged to do so. The following are descriptions of the various selections available in TEACHER'S PET.

ARTITHMETIC SKILLS:

This selection has three different skill levels. Level 1 concentrates on addition only and starts with relatively easy problems. As more and more correct answers are made, the level of difficulty gradually increases. The user gets three tries to correct a wrong answer. Each wrong answer causes the level of difficulty to decrease slightly in order to build confidence. After about 25 problems, the final score is printed along with a message stating how well the user did. One can exit any time by depressing the ENTER or RETURN key ('X' for the PET). The score will be given and you will be returned to the executive program.

Level 2 is similar to Level 1 except that subtraction is also included and the problems start at a slightly higher difficulty level. There are 30 Level 2 problems per session.

Level 3 adds multiplication and division problems and will continue through 40 problems. The degree of difficulty is again increased and it becomes more difficult to achieve a perfect score.

LETTER RECOGNITION:

This selection prints a word at random. As the word is slowly printed, a "beep" is emitted (again depending on your computer or terminal) each time a letter is displayed. When the word is printed out, the user must correctly enter that word from the keyboard. Upon doing so, a "reinforcing" message is given. A wrong answer simply gets a "NO".

This selection provides letter recognition and further familiarity with the keyboard. With adult guidance, it can serve as a preliminary reading experience.

To exit this mode, press the ENTER or RETURN key (PET users enter 'X').

COUNTING PRACTICE:

With this selection, the computer will choose a random shape or character and display that character anywhere between 1 and 12 times. The user must count the objects and depress the correct numeric key(s). Each display builds up slowly with an audible "beep" (computer or terminal dependent) every time a character is printed. A correct response gets a special screen display; an incorrect answer gets an ordinary message.

Each numerical entry is "echoed" with the number printed in the text. This will tend to make the association between numerals and the printed word easier.

To escape this selection, simply depress the ENTER or RETURN (PET users enter 'X') key. You will then be returned to the menu.

ANSWER MAN:

The final option of the program is called ANSWER MAN. This is meant to be a "recess" from a session of hard computing. This option randomly selects one of ten possible "answers". The user verbally asks his question and then depresses the ENTER/RETURN key. The answer to the question is then slowly printed out. This selection is meant to be a computer version of the "Eight Ball" popular in the early fifties.

To exit this mode, type any character and then press the ENTER/RETURN key. For the Commodore PET and TRS-80, use the space bar to obtain the answer; use 'X' to exit.

LOADING INSTRUCTIONS: TEACHER'S PET (Atari version)

DISKETTE:

- o Turn off computer - insert BASIC cartridge.
- o Insert diskette into drive - turn on computer.

CASSETTE:

- o Turn off computer - insert BASIC cartridge.
- o Insert cassette into cassette player - rewind fully.
- o Press 'PLAY' on cassette player.
- o Hold down 'START' key on computer.
- o Turn on computer.
- o Press the 'RETURN' key after you hear the tone.
- o Allow the tape to continue loading after the 'intro'.
- o If you have a disk drive, be sure to DISCONNECT the drive before loading the cassette.
- o If program will not load, try other side of cassette.

Artworx will replace any defective cassette or diskette free of charge within 90 days from date of purchase. If you damage your cassette or diskette any time after the warranty period, send it plus \$5.00 to Artworx for replacement.

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IMPORTANT!
This is delicate
magnetic media.
Study and under-
stand the instruc-
tions on reverse
side before using.

diskette

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diskette



Protect
Proteger
Protéger
Schützen
保護



Never
Nunca
Jamais
Nie
絶対禁止



Insert Carefully
Insertar
Inserer avec soin
Sorgfältig Einsetzen
插入注意



Never
Nunca
Jamais
Nie
絶対禁止



10°C→52°C
50°F→125°F
R.H. 8%-80%



Never
Nunca
Jamais
Nie
絶対禁止